MISSION TO MARS

v2.2 – 25.1.2025

Welcome to the strategic family board game called MISSION to MARS.

I hope you will enjoy many hours of excitement and fun, but before you start, please REMEMBER TO READ THE RULES.
Also remember this is a prototype, so the game pieces and graphic layouts are not yet finalized.

SUMMARY

The story in this game is about you being a Managing Director of a Space explorer company building a Space Rocket and flying to Mars. The first to land on Mars and who is debt free is the winner. You move on the "Earth" and the "Space" sections of the board using Energy resources, so no dice is required.
Block roads for your opponents using Red Restrictors, spread Stardust to slow down the Space Rocket or just be quicker to collect the components for your Space Rocket. And above all, co-operate and use your resources wisely.

Lots of strategic options to win the MISSION to MARS.

Suitable for 2-5 players / From 10 years / Takes 45-60 minutes.

THE GAME CONTAINS

- 1 game board with sections for "Earth" and "Space"
- 5 Game Pawns symbolizing the Managing Directors
- 20 Space Rocket parts of 4 different types (engine, fuel tank, crew module, Mars lander.) In this prototype they are 4 plastic components of different forms and colors
- 5 Space Rocket Skeletons (a pole where to stack your Space Rocket parts)
- 40 Energy resources (black cylinders)
- 20 Red Restrictors (red cylinders)
- 15 curved Green Facilitators and 5 straight Green Facilitators
- 20 Stardust (orange stars)

THE IDEA OF THE GAME and HOW TO WIN

Collect 4 different Space Rocket parts in the "Earth" section of the game board by going to the squares where the parts are located. The Rocket parts can be collected in any order and all parts are available for all players. You cannot collect 2 of the same sort. When you have collected all 4 Space Rocket parts you can launch your Rocket in the "Space" section of the game board. Move your Space Rocket towards Mars and be the first to land. You continue to collect more Energy resources on Earth.
There are 2 options how to win the game and whichever happens first will be applied: 1) The first who has landed on Mars and is debt free is the winner or alternatively 2) If it happens that ALL players have landed on Mars, the resources are counted, and the winner is the player with lowest debt. The ongoing game round is played to the end giving all players an equal number of play rounds.

START OF THE GAME

Each player takes one Space Rocket Skeleton, one game pawn (Managing Director), 5 Energy resources and the correct number of Red Restrictors and Stardust depending on the number of players (see the "SUMMARY" section at the end).
Take the same number of Space Rocket parts (in sets of 4 per rocket/player) as there are players and place them on the empty boxes on the "Earth" section of the game board. These shall be placed randomly each game session.

Decide in any way you like who shall start first. The player to the left of the starter is the following to start the journey, and so on. In turns as you start to play each player places the Space Rocket Skeleton on the Launch Pad on the "Space" section of the game board.

HOW TO MOVE AROUND – THE EARNING AND USE OF ENERGY RESOURCES

You move on the "Earth" and "Space" sections of the game board by using Energy resources. The faster you move, the more Energy resources you will have to use. See "SUMMARY" for a table of how many Resources are needed for moving around.
You start the game by receiving 5 Energy resources. 5 new Energy resources can be collected by visiting the Energy resource collection points marked as round black stops with a yellow "e". When you have reached about two thirds of your journey to Mars you start to receive 10 Energy resources when visiting an Energy resource collection point. This milestone is clearly marked on the game board.

Moving by METRO does not consume Energy resources.
You can visit the same Energy resource collection point if you in between collect a Space Rocket part or visit another Energy resource collection point.
You cannot stand on the same spot as your opponent, but you can meet or run past your opponent freely. You do not have to move your Managing Director each round, with the exception that you cannot block your opponent from collecting Space Rocket parts by remaining at such a stop any extra time.

METRO
There are Metro stops on the "Earth" section of the game board marked with a letter "M" in a hex formed box. If you want to go by Metro, you must go to a Metro stop and during your next turn you can move to any Metro stop that is free of other players. The use of the Metro does not consume Energy resources.

RED RESTRICTORS AND GREEN FACILITATORS
At the start of the game each player receives a certain number of **Red Restrictors** depending on the number of total players (see "SUMMARY" at the end).
With the Red Restrictors you can block roads by placing them on any of the free dots on the "Earth" game board.
Red Restrictors CANNOT be placed on Metro stops, Energy resource collection points, on any of the places you go to collect a Space Rocket part or on Green Facilitators. You cannot place a Red Restrictor next to another Red Restrictor.
Also observe that you can never place a Red Restrictor in such a way that locks in your opponent for good. All players must always have the possibility to continue to play the game.
During your game round you can use a maximum of 2 Red Restrictors.
You cannot use more Red Restrictors than what you have been given at the start of the game, so plan carefully!

Green Facilitators can be placed so that you can go around a Red Restrictor by using a curved Green Facilitator or between 2 free dots on the game board by using a straight Green Facilitator. See examples at the end of these rules.
Green Facilitators CAN be placed on Metro stops, Energy resource collection points, or any of the places you go to collect Space Rocket parts. Curved and straight Green Facilitators CAN be placed overlapping each other so that the dots you walk on meet.
A Green Facilitator cannot be placed on top of a Red Restrictor.
All players can walk on any Green Facilitator placed on the board. Green Facilitators can be bought by using 5 Energy resources.
You can only buy 1 Green Facilitator per game round, and you have to put it on the game board immediately.
Once a **Red Restrictor** or a **Green Facilitator** has been placed on the game board it cannot be removed.

DEBT OR BORROWING ENERGY RESOURCES
You can borrow from the game (the "bank") as many Energy resources you may need and you can use them for anything you like. Register on a piece of paper the loan you have. For ease of calculating borrow (and repay) in chunks of 5 Energy resources and register the cumulative debt as you go. The debt you have shall be known to all players.

THE "SPACE" SECTION OF THE GAME BOARD, MOVING AND THE CONCEPT OF STARDUST

When you have collected all 4 Space Rocket parts you are ready to start your MISSION to MARS. You move your Space Rocket at the end of our turn. You can launch your Space Rocket during the same game round you collect your final fourth Space Rocket part.
You can move straight up, up to the left or right or horizontally. You do not need to move each game round. Look in the "SUMMARY" section for more information on how many Energy resources are needed for moving.
You also continue to move on "Earth" to collect the Energy resources you need.
You get a bonus in the form of Energy resources if you are among the 3 first players to land on Mars; 15, 10 or 5 Energy resources (see "SUMMARY" for more information).
You can surpass your opponent's Space Rocket by paying 5 Energy resources in addition to the resources you use to move your Space Rocket. You can surpass going at full speed if you so like. You only have to pay if there is no free room to surpass our opponent on either side of her/him.
You can use Stardust to hinder your opponents from quickly reaching Mars. During your round you place Stardust on the allowed area called "Stardust belt".
You can only use 2 Stardust per game round, so plan ahead!
To penetrate Stardust, you must use 5 Energy resources in addition to the resources you use to move your Space Rocket. You

advance to where the Stardust is and remove the Stardust from the "Space" game board. You can only penetrate one Stardust per game round. Please remember that you only have a limited number of Stardust available to use (see "SUMMARY" for a list).

TO SUMMARIZE A GAME ROUND

When it is your turn you do the following. You move in the "Earth" section of the game board before you move in the "Space" section of the game board. All other actions can be done before, during or after you move in the "Earth" or the "Space" sections:

- Borrow more Energy resources if you need.
- Place out Red Restrictors if you decide to do so and have them available. Max 2 per game round.
- Buy and place out a Green Facilitator if you decide to do so. Max 1 per game round.
- Place out Stardust on the "Space" game board if you decide to do so and have them available. Max 2 per game round.
- Move on "Earth" by Metro if you choose to do so or move 1 step for free or pay to move quicker.
- Collect possible Energy resources or Space Rocket parts.
- Move in the "Space" section of the game board by paying what is needed for the steps you choose to move.

END OF THE GAME

There are 2 options how to win the game and whichever happens first will be applied: 1) The first who has landed on Mars and is net debt free is the winner or alternatively 2) If it happens that ALL players have landed om Mars, the resources are counted, and the winner is the player with lowest net debt. The ongoing game round is played to the end giving all players an equal number of play rounds.

SUMMARY

Basics when setting up the game

Hand out the following to each player at the start of the game:

Number of players	Number of Energy resources given to players at the start	Number of Red Restrictors given to players at the start	Number of Stardust given to players at the start
2	5	6	8
3	5	5	6
4	5	4	4
5	5	4	4

Energy resources

You receive 5 new Energy resources when visiting an Energy resource collection point BUT when you have reached about two thirds of your journey to Mars you start to receive 10 Energy resources when visiting an Energy resource collection point. This milestone is clearly marked on the game board.

Stardust

You can only place out 2 Stardust per game round. They can only be placed on the "Stardust belt" area in the "Space" section of the game board.

To penetrate Stardust, you need 5 Resources in addition to the resources you use to move. You can only penetrate one Stardust per game round. You have to stop at the Stardust in question.

Red Restrictors and Green Facilitators

You can only place out 2 Red Restrictors per game round.

1 Green Facilitator costs 5 Energy resources. You can only buy 1 Green Facilitator per game round, but all Green Facilitators available in the game box can be used by any player.

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Moving around

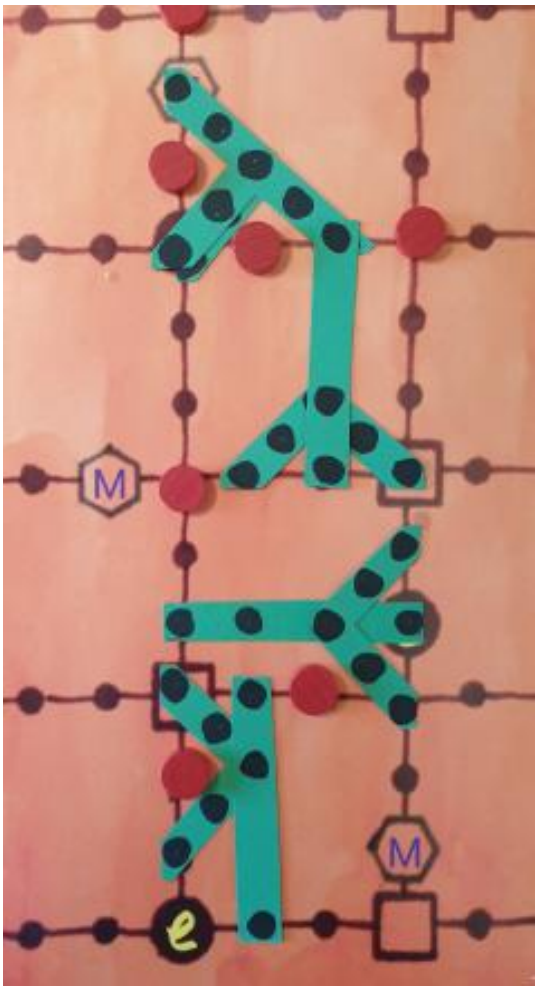
At the start of the game each player receives Energy resources which are used to move in the "Earth" and "Space" sections of the game board.

To move on "Earth" or "Space"	Energy resources needed
1 step	For free
2 steps	1 Energy resource
3 steps	3 Energy resources
4 steps	5 Energy resources

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Other income or costs	Energy received or needed
The first to land on MARS	Receive 15 Energy resources
The second to land on MARS	Receive 10 Energy resources
The third to land on MARS	Receive 5 Energy resources
To surpass opponent in SPACE	Pay 5 Energy resources
To buy a Green Facilitator	Pay 5 Energy resources
To penetrate Stardust	Pay 5 Energy resources

Examples of allowed ways to place Green Facilitators:



Thoughts and ideas are welcome at magnus.segercrantz@gmail.com

A game by UNCLE MARK